In the claims:

Please amend the claims as shown below:

1. (Currently amended) A method of playing a game, comprising:
providing a first player ~~(44)~~ with a sensor ~~(30)~~ and a second player ~~(46)~~ with a sensor ~~(32)~~ for measuring brain wave frequencies of the players ~~(44, 46)~~;
the first player ~~(44)~~ rolling a magnetic ball ~~(38)~~ on top of a playing area ~~(12)~~ in an x-direction toward the second player ~~(46)~~ when the brain wave frequency of the first player ~~(44)~~ is being between 3-12 Hz and the brain wave frequency of the first player ~~(44)~~ is being below a brain wave frequency of the second player ~~(46)~~, the first player ~~(44)~~ increasing a velocity of the magnetic ball by lowering the brain wave frequency towards 3 Hz; and
the first player ~~(44)~~ rolling the ball ~~(38)~~ in a y-direction perpendicular to the x-direction when the brain wave frequency of the first player ~~(44)~~ is at least 18Hz and the brain wave frequency of the first player is greater than the brain wave frequency of the second player.

2. (Currently amended) The method according to claim 1 wherein the method further comprises floating the unit ~~(38)~~ a constant distance (D) over the playing area ~~(12)~~.

3. (Currently amended) The method according to claim 1 wherein the method further comprises measuring theta wave, alpha wave and beta wave frequencies of the brains of the players ~~(44, 46)~~.

4. (Currently amended) The method according to claim 1 wherein the method further comprises the player ~~(44)~~ navigating the

unit ~~(38)~~ through a labyrinth ~~(23)~~ by moving the unit ~~(38)~~ in both the x-direction and the y-direction.

5. (Currently amended) The method according to claim 1 wherein the method further comprises the player ~~(44)~~ moving the unit ~~(38)~~ in the x-direction by lowering the brain wave frequency ~~(40)~~ to a value that is lower than a value of a brain wave frequency ~~(42)~~ while the player ~~(46)~~ simultaneously moves the unit ~~(38)~~ in the y-direction when the brain wave frequency ~~(42)~~ exceeds 18 Hz.

6. (Currently amended) The method according to claim 1 wherein the method further comprises the player ~~(44)~~ winning the game by moving the unit ~~(38)~~ to a segment ~~(20)~~ adjacent to the player ~~(46)~~.

7. (Currently amended) The method according to claim 1 wherein the method further comprises the player ~~(46)~~ losing the game by moving the unit ~~(38)~~ over an edge ~~(27, 29)~~ in the y-direction.